July 26, 2019

# **TOEI ANIMATION CO., LTD**

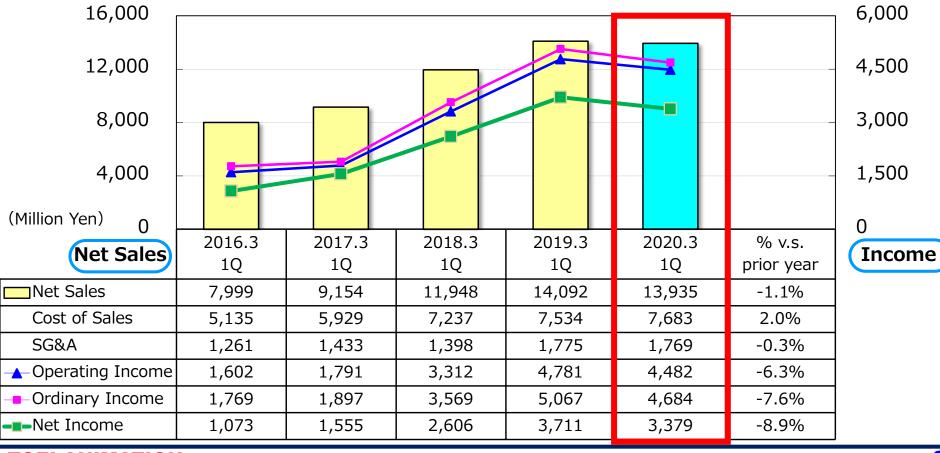
For FY Ended June 30, 2019 (April 1, 2019 to June 30, 2019)





## FY 2020.3 First Quarter Results – Consolidated

- Both net sales and income decreased due to a reactionary fall from the booking of a multi-year contract for the sales of North American online distribution rights in the same period of the previous year.
- In the domestic licensing segment, a decrease in *DOKKAN BATTLE* was more than offset by an increase in *LEGENDS*, resulting in strong sales of app game development rights.
- Tie-up campaign for the release of the ONE PIECE STAMPEDE movie showed strong performance.



#### **TOEI ANIMATION**

## FY2020.3 1Q Results Segment Breakdown – Consolidated

| (Million Yen)  |                         | FY2019.3<br>1Q | FY2020.3<br>1Q | % v.s.<br>prior year |
|----------------|-------------------------|----------------|----------------|----------------------|
|                | Net Sales               | 5,097          | 4,407          | -13.5%               |
| FILM           | Segment Income          | 1,922          | 1,285          | -33.1%               |
| Liconoing      | Net Sales               | 7,993          | 8,205          | 2.7%                 |
| Licensing      | Segment Income          | 3,701          | 3,883          | 4.9%                 |
| Sales of Goods | Net Sales               | 888            | 1,143          | 28.7%                |
|                | Segment Income          | -17            | 22             | -                    |
| Others         | Net Sales               | 140            | 222            | 59.0%                |
|                | Segment Income          | -21            | 9              | -                    |
| TOTAL          | Net Sales               | 14,092         | 13,935         | -1.1%                |
|                | <b>Operating Income</b> | 4,781          | 4,482          | -6.3%                |

\*Numbers for each segment includes intra-company sales.

## FY2020.3 1Q Results Segment Analysis (1) (Film)

| (Million Yen)  |          | FY19.3<br>1Q | FY20.3<br>1Q |
|----------------|----------|--------------|--------------|
| Net Sales      |          | 14,092       | 13,935       |
| Film           |          | 5,097        | 4,407        |
|                | Movies   | 142          | 194          |
|                | TVs      | 582          | 834          |
|                | DVDs     | 128          | 144          |
|                | Overseas | 3,498        | 2,428        |
|                | Others   | 744          | 806          |
| Licensing      |          | 7,993        | 8,205        |
|                | Japan    | 4,094        | 4,613        |
|                | Overseas | 3,898        | 3,591        |
| Sales of Goods |          | 888          | 1,143        |
| Others         |          | 140          | 222          |

\* The figures for each segment include intra-company sales.

#### Film ( **J** 13.5% year on year)

- In Movies, production revenue from *Toei Manga Matsuri* and the box-office success of *Pretty Cure Miracle Universe* resulted in a significant year-on-year growth in sales.
- In TV Anime, revenues rose substantially thanks to strong results, particularly of film production for events.
- In DVDs, revenues increased substantially due to strong sales of Blu-ray/DVD of *DRAGON BALL SUPER: BROLY*.
- In the Overseas segment, revenues decreased considerably due to a reactionary fall from booking of the multi-year contract for the sales of North American online distribution in the previous year, despite strong sales of online distribution rights in China.
- In the Others segment, revenues increased due to strong sales of the online distribution rights.

## FY2020.3 1Q Results Segment Analysis (2) (Licensing/Sales of Goods/Others)

| (Million Yen)  |         | FY19.3<br>1Q | FY20.3<br>1Q |
|----------------|---------|--------------|--------------|
| Net Sales      |         | 14,092       | 13,935       |
| Film           |         | 5,097        | 4,407        |
| M              | ovies   | 142          | 194          |
| Т              | ls      | 582          | 834          |
| D١             | /Ds     | 128          | 144          |
| 0              | /erseas | 3,498        | 2,428        |
| Ot             | hers    | 744          | 806          |
| Licensing      |         | 7,993        | 8,205        |
| Ja             | ipan    | 4,094        | 4,613        |
| 0\             | verseas | 3,898        | 3,591        |
| Sales of Goods |         | 888          | 1,143        |
| Others         |         | 140          | 222          |

\* The figures for each segment include intra-company sales.

#### Licensing ( 🤁 2.7% year on year)

- In domestic licensing, revenues rose substantially thanks to strong sales of the app game *DRAGON BALL LEGENDS* and licensing for the tie-up promotion preceding the release of the movie *ONE PIECE STAMPEDE*.
- In overseas licensing, revenues decreased due to a reactionary fall from the licensing of *DRAGON BALL FIGHTERZ* and *DRAGON BALL LEGENDS*, which performed well in the same period of the previous year, despite strong sales of the merchandising rights of the *DRAGON BALL* series and *ONE PIECE*, in addition to renewal contracts for app games and new licensing contracts.

#### Sales of Goods ( 1 28.7% year on year)

• Revenues increased sharply because of the strong sales of tie-up campaign-related products for ONE PIECE STAMPEDE.

#### Others ( 🞓 59.0% year on year)

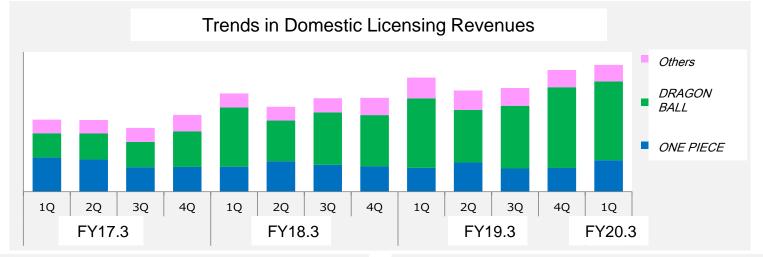
 Revenues grew sharply thanks to strong results of ONE PIECE events and BUTT DETECTIVE's character shows.

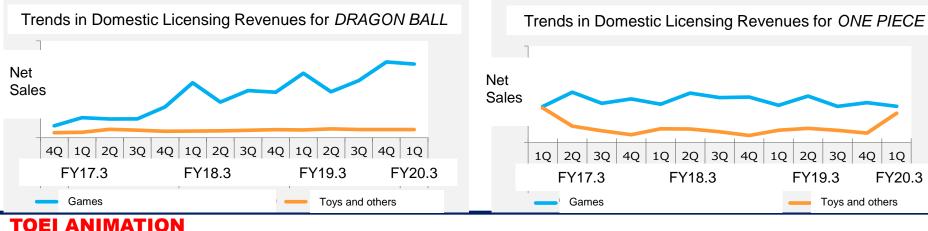
# FY2020.3 First Quarter Results Review

| (Million Yen)               | FY19.3<br>1Q | FY20.3<br>1Q | +-   | % v.s.<br>prior year | <ul> <li>Net Sales</li> <li>Businesses with sharp increases in revenues</li> <li>1)Licensing Japan[518] ⇒ 2)Sales of</li> </ul> |  |
|-----------------------------|--------------|--------------|------|----------------------|---|--|
| Net Sales                   | 14,092       | 13,935       | -156 | -1.1%                | $Goods[255] \Rightarrow 3)TV[251]$  |  |
| Costs of Sales              | 7,534        | 7,683        | 149  | 2.0%                 |   |  |
| Gross Profit                | 6,557        | 6,251        | -305 | -4.7%                | 1)Film Overseas[-1,070] $\Rightarrow$ 2)Licensing<br>Overseas[-306]   |  |
| SG & A                      | 1,775        | 1,769        | -5   | -0.3%                | Cost of Sales / Gross Profit  |  |
| Operating Income            | 4,781        | 4,482        | -299 | -6.3%                |   |  |
| Non-Operating Income        | 286          | 246          | -40  | -14.1%               |   |  |
| Non-Operating Expense       | 0            | 43           | 43   | 5,171.7%             | · · · · · · · · · · · · · · · · · · ·   |  |
| Ordinary Income             | 5,067        | 4,684        | -383 | -7.6%                | intellectual property creation and cost center, increased.  |  |
| Extraordinary Gain and Loss | -            | -17          | -17  | -                    | <u>SG&amp;A</u>   |  |
| Net Income before tax       | 5,067        | 4,666        | -401 | -7.9%                |   |  |
| Income Taxes                | 1,228        | 1,128        | -100 | -8.2%                |   |  |
| Income Taxes Adjustment     | 127          | 158          | 30   | 24.2%                | previous FY to 126 in the current FY)   |  |
| Minority Interest           | -            | -            | -    | -                    | Non-operating Gain and Loss<br>■ Non-operating gain [+43]   |  |
| Net Income                  | 3,711        | 3,379        | -331 | -8.9%                | 1) missellanseus expenditures [110] less en   |  |

## **Trends in Domestic Licensing for Major Titles**

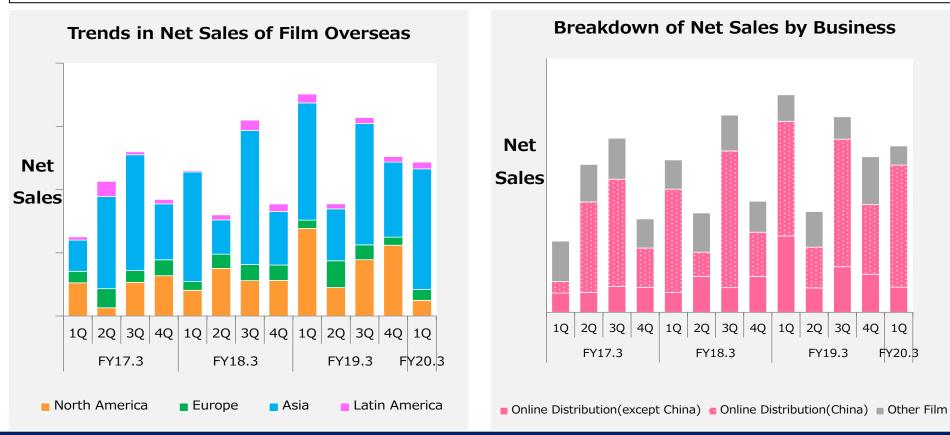
- DRAGON BALL remains at a high level.
- Sales of DOKKAN BATTLE fell slightly year on year, which, however, was offset by LEGENDS.
- Tie-up campaign for the release of the ONE PIECE STAMPEDE movie showed strong performance.





## **Frends in Film Overseas**

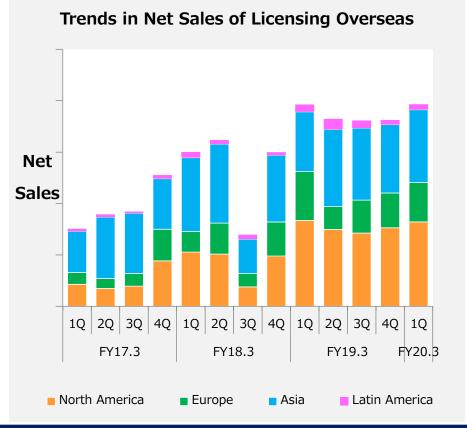
- Revenues decreased considerably due to reactionary fall from booking of the multi-year contract for the sales of North American online distribution in the previous year.
- Sales volume of major online distribution rights for China increased.
- The result of the collaborative animation with Saudi Arabia is likely to be posted in or after 2Q.

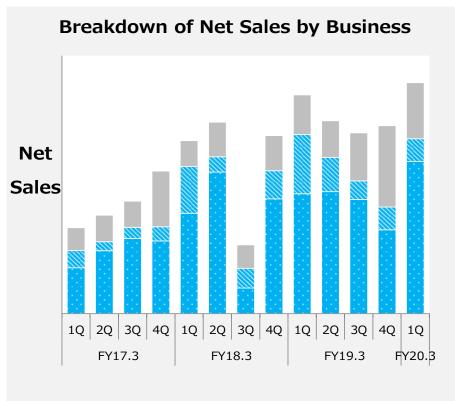


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## **Trends in Licensing Overseas**

- Posted multiple cases of minimum guarantees for new and renewed contracts for app games.
- Revenues decreased primarily due to a reactionary fall in the sales of DRAGON BALL FIGHTERZ, a home-use game that had sold well in the previous year.
- Renewal of the agreements for existing app games are scheduled in or after 2Q.





#### **TOEI ANIMATION**

# **Progress toward Earnings Estimates for FY2020.3**

|                         | FY20.3 | FY20.3    |          |
|-------------------------|--------|-----------|----------|
| (Million Yen)           | 1Q     | Estimates | Progress |
| Net Sales               | 13,935 | 46,200    | 30.2%    |
| <b>Operating Income</b> | 4,482  | 12,000    | 37.4%    |
| Ordinary Income         | 4,684  | 12,300    | 38.1%    |
| Net Income              | 3,379  | 8,500     | 39.8%    |
| Film                    | 4,407  | 19,600    | 22.5%    |
| Movies                  | 194    | 2,300     | 8.4%     |
| TVs                     | 834    | 2,200     | 37.9%    |
| DVDs                    | 144    | 400       | 36.1%    |
| Overseas                | 2,428  | 11,600    | 20.9%    |
| Others                  | 806    | 3,100     | 26.0%    |
| Licensing               | 8,205  | 21,450    | 38.3%    |
| Japan                   | 4,613  | 11,350    | 40.6%    |
| Overseas                | 3,591  | 10,100    | 35.6%    |
| Sales of Goods          | 1,143  | 4,500     | 25.4%    |
| Others                  | 222    | 650       | 34.3%    |

**\***Estimates are disclosed on May 14, 2019.

**%**The figures for each segment include intra-company sales.

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#### **Movies**

- Revenues from Toei Manga Matsuri are sluggish.
- Multiple titles set for release from Q2 onwards.
  - -ONE PIECE STAMPEDE (August 9)
  - -Star Twinkle Pretty Cure (October 19)
  - -Digimon Adventure LAST EVOLUTION (tentative) (February 21)

#### Film Overseas

- Large contracts signed with China -Part is posted in 1Q
  - -Posting of the remainder is expected in October (3Q) and January (4Q).
- The result of the collaborative animation with Saudi Arabia is likely to be posted in or after 2Q.

#### Licensing Japan

- Strong sales of the merchandising rights of *ONE PIECE*
- -Licensing for the tie-up promotion preceding the release of the movie ONE PIECE STAMPEDE.
- -Forecast: first half is expected to be greater than second half.

## **Future Initiatives**

| Sche   | Edule Film Licensing Sales of Goods Others  | Topics   |  |  |
|--|---|--|--|--|
| FY20.3<br>1Q<br>FY20.3<br>2Q   | Release of DRAGON BALL SUPER: BROLY DVD/BD for North<br>America [Apr.16]Release of Toei Manga Matsuri [Apr.26]Release of DRAGON BALL SUPER: BROLY in China [May.24]Start of broadcast of BUTT DETECTIVE in Korea [Jul.8]<br>Release of BUTT DETECTIVE in Korea [Jul.11]Distribution of SAINT SEIYA: KNIGHTS OF THE ZODIAC<br>worldwide on Netflix [Jul.19]Release of ONE PIECE STAMPEDE [Aug.9]Release of short movie Jurassic! on YouTube [August] | <ul> <li>Development of New Movies</li> <li>ONE PIECE STAMPEDE         <ul> <li>Scheduled to be released on August 9, 2019.</li> <li>Planning release mainly in Asia where the title is more popular, such as in China, Hong Kong and Macau from August onwards.</li> </ul> </li> <li>Star Twinkle Pretty Cure the Movie         <ul> <li>Scheduled to be released on October 19, 2019</li> </ul> </li> <li>Digimon Adventure LAST EVOLUTION (tentative)         <ul> <li>Scheduled to be released on February 21, 2020</li> </ul> </li> </ul> |  |  |
|  | Release of ONE PIECE STAMPEDE worldwide<br>[from August onwards]         Release of Star Twinkle Pretty Cure the Movie [Oct.19]         Scheduled distribution of DRAGON BALL app game for China<br>[2019 fall]         Release of Digimon Adventure LAST EVOLUTION (tentative)<br>[Feb.21]         Worldwide home-use game DRAGON BALL Z KAKAROT<br>[Beginning of 2020]  | <ul> <li>-Scheduled to be released in 2020.</li> <li>-Magical Do Re Mi 20<sup>th</sup> anniversary movie.</li> <li>Sailor Moon Eternal <ul> <li>-Scheduled to be released in 2020.</li> <li>-Decision to release prequel and sequel.</li> </ul> </li> <li>The Monkey Prince (tentative) <ul> <li>-Decision to internationally co-produce a full-scale animation film was finalized</li> </ul> </li> </ul>  |  |  |
| FY20.3       Release of Movie Majo Minarai wo Sagashite (tentative)         3Q~       [2020]         Release of Sailor Moon Eternal [2020]         Release of internationally co-produce movie The Monkey         Prince (tentative) [TBA] |   | <ul> <li>Development of New Distribution Works</li> <li>SAINT SEIYA: KNIGHTS OF THE ZODIAC<br/>-Started distribution from July 19, 2019 on Netflix</li> <li>Jurassic!</li> </ul>   |  |  |
|  | Scheduled distribution of ONE PIECE BON! BON! JOURNEY!! app<br>game [TBA]<br>Scheduled distribution of Slum Dunk app game for China [TBA]<br>PC browser game DRAGON BALL for China [TBA]  | <ul> <li>The Company's original intellectual property created through new planning and projects initiated by young staff members.</li> <li>A short movie is expected to be shown in August.</li> </ul>   |  |  |
| TOEL   | ANIMATION ©Eiichiro Oda, 2019 One Piece Production Committee, Naoko<br>Toei Animation   | Takeuchi, PNP, Sallor Moon Eternal Production Commitee, Masami Kurumada, <b>1</b>  |  |  |

# Initiatives Aimed for Medium and Long-Term Growth

# **Development of Contents for Further Growth**

### Challenges for new titles/ business



SAINT SEIYA: KNIGHTS OF THE ZODIAC Netflix original series Started distribution worldwide from July 19, 2019



**The Monkey Prince (tentative)** Collaborative work between Japan, China and the U.S. in animation for families, eyeing the global market



#### Jurassic!

The Company's original intellectual property created through new planning and projects initiated by young staff members. A short movie is expected to be shown in August.

#### Challenge for global product development/creation of new hit titles



Majo Minarai wo Sagashite (tentative) 20<sup>th</sup> project of Magical DoReMi Scheduled to be released in 2020



Digimon Adventure LAST EVOLUTION (tentative) Scheduled to be released on February 21, 2020

- Scheduled distribution of *Slum Dunk* app game for China
- Licensing for the tie-up promotion preceding the release of the movie *ONE PIECE STAMPEDE* is favorable

• Ge-Ge-Ge no Kitaro used for ANGFA commercial

# E Control of the second second

Sailor Moon Eternal Prequel and sequel are going to be released in 2020

#### Monetization of well-known titles

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©Masami Kurumada, Monkey Prince Kingdom, Naoko Takeuchi, PNP, Sailor Moon Eternal Production Committee, Akiyoshi Hongo, Toei Animation 12

## **Reference (1) Lineup of Titles Being Broadcast**



SUN at 8:30am on ABC/TV Asahi Network Star Twinkle Pretty Cure



SUN at 9:00am on Fuji TV et al. *Ge-Ge-Ge no Kitaro* 



SUN at 9:30am on Fuji TV et al. ONE PIECE



SAT at 9:00am on NHK Educational TV *BUTT DETECTIVE* 



July 19,2019~ on Netflix *SAINT SEIYA: KNIGHTS OF THE ZODIAC* 

## **Reference (2) Lineup of New Titles in 2019**

#### *Star Twinkle Pretty Cure the Movie* To be released on October 19, 2019



#### **ONE PIECE STAMPEDE** To be released on August 9, 2019



TOEI ANIMATION © 2019 Star Twinkle Pretty Cure The Movie Production Committee, Eiichiro Oda, 2019 One Piece Production Committee

# **Reference (3) Lineup of New Titles in 2020**

*Digimon Adventure LAST EVOLUTION (tentative)* To be released on February 21, 2020 Majo Minarai wo Sagashite (tentative) To be released in 2020

Sailor Moon Eternal To be released in 2020





[Precautions regarding outlook] The contents described in this material are based on judgments and assumptions made with reference to information available as of the time of writing. The Company does not warrant that estimated figures, strategies or measures will necessarily be achieved.